

That would be enough

This has been issue 227 of *To Win Just Once*, published 9th September 2022. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2022

Deadlines

Orders for *Railway Rivals* and game end statements for *Star Trader* to Mike by 23rd September 2022.

Orders for *LPBS* and By Popular Demand plus any other contributions to Pevans by Friday 30th September 2022.

(Remaining 2022 deadlines: 28th October/4th November, 2nd/9th December)

Waiting lists

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

Railway Rivals – Chris Rudram is first for the next one. (Working map and rules provided).

Star Trader – Mike Dyer for the next one. Who else? (Rules provided)

Credits

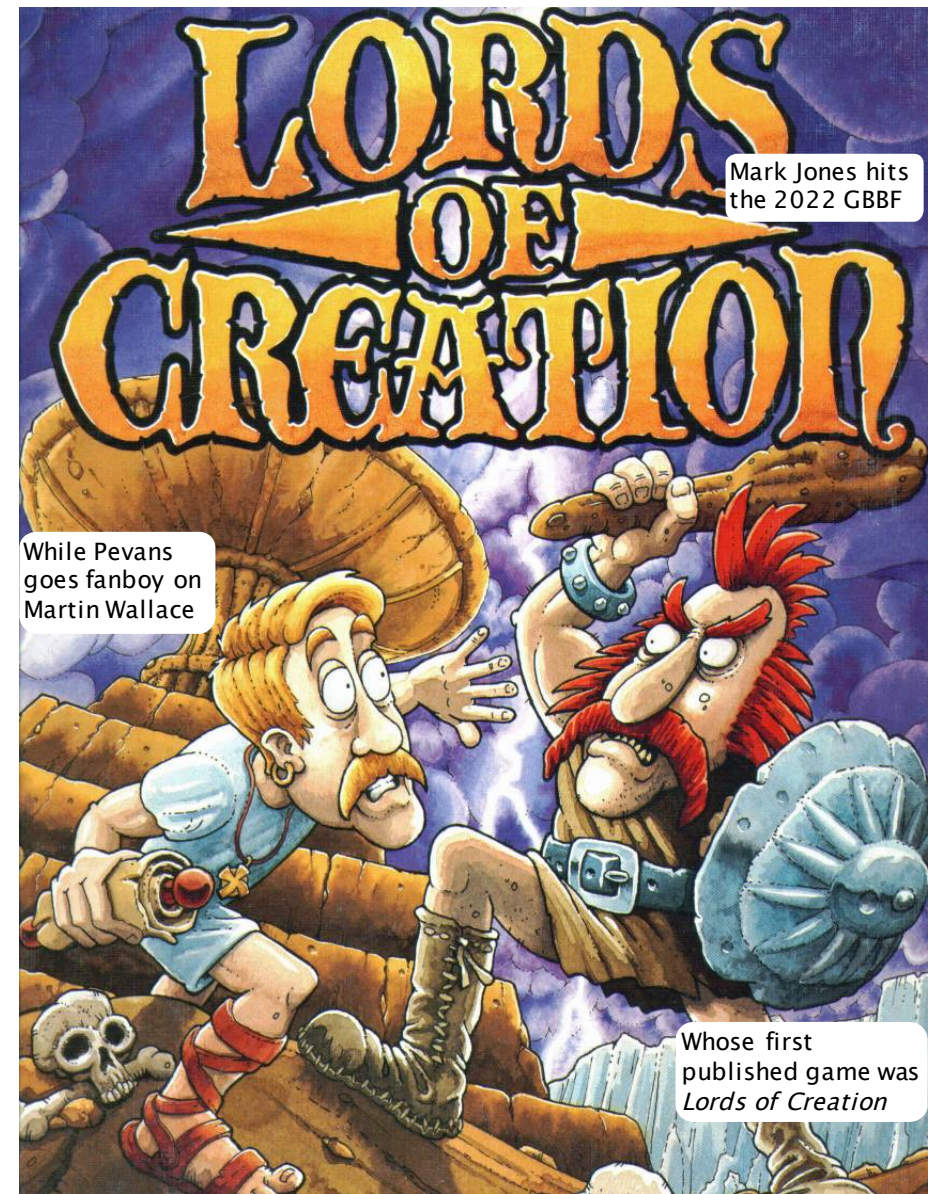
To Win Just Once issue 227 was written (apart from the GBBF report) and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 16, 19 and 25. The illustrations on pages 23, 24 And 29 are by Bryan Lea and Nik Luker drew the one on page 27. Game and book artwork is courtesy of the publisher. Pevans took the photos (except for those from the GBBF, which were supplied by Mark Jones) and played with Photoshop.

The Queen is dead - Long live the King!

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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(LPBS 362: April 1674)

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Chatter

It's been interesting to see the effect of some 12 hours of solid rain on the parched vegetation locally. A couple of days later, the fields in the marshes, which had been bleached to a straw colour, were green and sprouting. So, too, was the park, where the grass had been not so much straw-coloured as white.

Even before the rain, the wooded areas I walk through were still the deep green I associate with the height of summer. It was only the trees amongst the houses that were wilting, many of them dropping leaves as if it was autumn already.

And there's a brisk flow in the River (river!) Pinn again – though the jury is out on whether, a week later, this is still run-off from the rain or HS2 pouring goodness-knows-what into the river. It does mean playing Pooh sticks is a lot quicker and the latest result is... a dead heat between larger stick and smaller stick.

I'm away for a couple of weeks in September, which is why the deadlines are a week later than they would otherwise have been.

I didn't go to this year's Great British Beer Festival, so no tasting notes from me. However, Mark Jones (he of the hat I'm wearing in the photo on my website) did make it and has sent his report of what he got up to. Many thanks to Mark for this.

Star Trader

Way Station comes to an end this issue, so Mike will be starting up a new game as soon as we have enough players. If you're interested in giving it a go, let him (or Pevans) know and we'll add you to the list. You can find the rules hidden away on my website at: www.pevans.co.uk/StarTrader50.pdf (a 200k PDF document).

Spiderwatch

Number of very large spiders found trapped in the kitchen sink and released into the wild¹: 1. Number of medium-sized spiders investigating Geraldine's handbag: 1. Number of large spiders removed from living room ceiling and released into the wild¹: 1. Number of medium-sized spiders persuaded not to set up home in the bathroom basin: 1. Number of fat, medium-sized spiders hiding precariously between the hinges of a kitchen cupboard door: 1.

Online stats

TWJO issue 226 wasn't published until 2nd August, so July's stats have nothing to say about it. However, the PDFs of the previous issue, 225, were downloaded 124 times in July, making that 253 downloads in five weeks. *TWJO* 224 attracted 28 downloads to make 204 in two months.

¹ May be subject to re-designation as "bird food".

Letters

Tim Macaire notices something about By Popular Demand.

Good to see TWJO still flourishing, and indeed yourself (though perhaps that is too strong a word for convalescing and watching daytime TV). If you actually do so, you might agree with me that By Popular Demand is the Anti-Pointless?

Oh, the convalescing was over a while ago – and involved very little watching of daytime TV. However, Geraldine and I make a point of recording *Pointless* and watching episodes when we've got nothing better to do. There is, of course, a variant of By Popular Demand where you score for picking things **nobody** else does. I'm already tempted to run that next...

Meanwhile, Andy Kendall has spotted the spiders.

I hope all is well with 100% fewer spiders. Spiders are a Wrongness.

It's the legs, isn't it? Nothing should have that many legs!

Legs, and general Being Wrong.

They hear through their legs too, scientifically proven.

Thanks, Andy, though my father would take exception to your use of "proven" (an archaic Scots dialect word, only used these days in the "not proven" verdict available to Scottish juries, he says) rather than "proved".

Sour, Stout and Porter

Mark Jones visits the Great British Beer Festival

Being the journal of Mark "Hedgehog" Jones, formerly of London and now living in splendid retirement in the heart of Worcestershire, on his return to London and the Great British Beer Festival.

"Mark, it's been a few years since we've been to the Great British Beer Festival. How about we buy some tickets and go? I'll even allow you to mess up my spare room for a few days by sleeping in it and depositing your clothes around the floor." These may not have been the exact words of my friends, Geoff and Fiona, however that was how I chose to interpret the conversation.

Thus it was that I found myself getting off a train at the familiar station of Kensington Olympia. What was not familiar was Olympia itself as it's undergoing a refurbishment which seems to involve the owners tearing down the modernish



The 2022 GBBF beer glass (MJ)



entrance hall and revealing the original façade. The extra hundred metres I had to walk before entering the hall were torture. How dare they delay my access to beer by an extra five minutes.

It was obvious upon entering the hall that this was a smaller event than it had been pre-COVID. There were fewer bars and fewer beers available at each bar compared to my last visit in 2017. Having said that, there was still a good selection of different types available.

The main bars were complimented by a number of brewery specific bars which added to the range and variety; especially if you are into either muddy, overhopped American pale ales or deliciously tart sour styles. Both of these styles are currently the "in thing". As you might guess, I may like one of them a lot more than the other.

Another difference, which wasn't well received by some of the attendees, was that the bars had become cashless. If you wanted to part with actual folding stuff you had to buy a pre-paid voucher with 10p and 20p boxes on it. Luckily, I and my companions, Geoff and his wife Fi, have embraced the contactless way of life.

So as not to take up too many pages of Pevans's 'zine, I shall not give a blow by blow of everything I drank but will list them down below. This makes more sense when one realises that I tried over twenty different beers (and meads). In case anyone should worry about my liver, a number of these were free samples handed out by various exhibitors. Mmmm, free beer!

Our tickets included two free half pint vouchers each. As we prefer to drink by thirds, we had to work out how to make this work for us. Luckily one of us was clever enough to work out that two halves equals three thirds. So we ordered two halves of the same beer and divided them between the three of us. Thus, our first three beers were chosen by committee. The initial beer was a pleasant mild (Dark Masquerade by Half Moon Brewery), a bit watery but a good start as it didn't overwhelm the palate and allowed us to start our promenade around the halls.

Our next two beers (a Kolsch and another mild) were chosen by the tried and tested method of walking and drinking until everyone had drained their glass. Then we'd walk over to the closest bar and order a beer from it. We did have one brief detour between beers two and three as Beer52, an online beer retailer, had a stand and were giving out free beer. I mentioned my liking of sour beers and was duly handed a good size sample of a fruited gose (Solero by Brew by Numbers). If you haven't tried sour beers, they are well worth trying out. In this hot weather they are amazingly refreshing (there endeth the sermon on sour beers).

Anspach and Hobday were another exhibitor. On our first day there they were demonstrating one of their beers (London Black) in a side by side tasting with itself. The difference was how it was dispensed. This beer has normally been served as a nitro keg. However they were experimenting with a live cask version of the same beer and getting feedback on what people preferred. As a demonstration on how a good real ale will beat out a good keg beer this was perfect. The keg was a well-rounded beer that I'd have happily spent a night on. Then I tried the real ale version. Cool not cold, more rounded and less gassy. I'd have happily spent a week drinking that one.

The committee stage of drink selection had ended and we could now go off and select a beer for ourselves. I'm not sure if I've mentioned that I like me a sour beer and some of the brewery bars were absolutely awash with sour beers. It is not a coincidence that much of the late afternoon saw me preferring this patch of ground over the rest. On checking my notes, I see that I had six sour beers before finally being dragged away for the journey home. One beer I will mention here is Shnoodlepip Foudre by the Wild Beer Company. I had been looking for this particular beer after having tried the gin of the same name distilled from the beer. I like the gin. I really liked the beer.

And so to bed.

Day One Beers:

Dark Masquerade Mild by Half Moon
(3.6% alcohol-by-volume)

Selby Kolsch by Jolly Sailor (4.0%)

Campfire Mild by Hophurst Brewery
(3.9%)



Wild beers! (MJ)

Solero Mango Gose by Brew by Numbers
(Taster, 6.5%)

London Black/Cask Black Porter by Anspach & Hobday (Side by side taster, 4.4%)

Sleeping Lemons Gose by Wild Beer (4.5%)

Day Dream Sour by Wild Beer (6.2%)

Blackcurrant and Pink Pepper Sour by Bad Flash (4.9%)

Pier Dia Ferata Gose by Monpier de Gherdeina (4.1%)

Shnoodlepip Foudre Wild Ale by Wild Beer
(6.2%)

Death by Cherries Sour by Vocation (4.5%)

Day two in Olympia

A curry followed by a good night's sleep and it was back on the trail again. Living in "The Sticks" means that public transport is not a reliable way to get around. I had started to forget that public transport in and around London is actually a reliable way to get to places. Which is my way of saying welcome to day two.

My first stop in the exhibition hall was a man selling mead. I'd had to politely decline his invitation to try some of his wares the previous afternoon as I'd been downing sour beers and didn't think they'd make a good accompaniment. Did I enjoy them? Reader, I bought three bottles.

Geoff, Fiona and I went back into committee mode for our first three beers as we had been given more tokens. The dark ale and the mild good examples of their type. The cask real ale pilsner was different enough to be interesting and warrant further tastings should I ever encounter it outside.

Whereas day one was sour beers, day two was going to be porters and stouts for a contrast. Modern brewers are putting some unusual flavours into their porters and stouts, which I approve. The two homegrown efforts were no exception. Rise Like Lions is described as a chilli, chocolate and vanilla porter. I definitely got the chocolate and the chilli. Sadly the vanilla got lost under all of that. S'more Porter is more of what is called a pastry stout in that it is almost a dessert in a can. Lots of marshmallows as you'd expect from the name of the beer.

It was then that I found the American Bar. The brewers of the U.S. might be responsible for the abomination that is American pale ale but they've tried to redeem themselves by producing some absolute OTT stouts. Agave Imperial Stout is a mint choc stout that comes in at 12%. It sounds mad, is mad and is wonderful.



It's Thursday. That's hat day! Here's Mark and his ... hat. (MJ)

The Chocolate Volcano Stout was a lightweight at a mere 9%. What it lacked in mint, it made up for in chocolate.

It was decided after those two heavyweights to call it a day and head home to Geoff and Fi's where a slow cooked chilli brisket and a couple of beers we'd picked up in the hall were awaiting us.

Day Two Beers (and Meads)

Spruce/Sloe/Hedgerow Mead from The Rookery Meadery (Tasters 17%)

Silver Myst Pilsner by Copper Dragon (4.0%)

Plastered Pheasant Dark Ale by Quantock Brewery (4.8%)

Minotaur Mild by Milton brewery (3.3%)

Rise Like Lions Porter by Runaway Brewery (6.5%)

S'more Porter by Three Brothers Brewery (4.8%)

Agave Imperial Stout by Second Wind Brewery (12%)

Chocolate Volcano Stout by Heavy Seas Beer (9.0%)

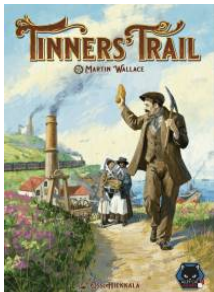
There's only one Martin Wallace!

An appreciation from Pevans

Some years ago, there was a piece in *Counter* about people's top three game designers. This prompted me to think about who my favourites were and why (you'll have to go back to *TWJO* 133 for my list and reasons). One of the criteria I landed on was how much I look forward to a new game from a designer. And top of that list – then and now – is Martin Wallace.

At the end of 2020, when I wrote this article originally, I was really looking forward to the imminent arrival of *Rocketmen* – a game I backed on Kickstarter. It's a space race game with the players as modern-day billionaires financing their own rocket programmes. With deck-building as a key mechanism. (See *TWJO* 217 for more on *Rocketmen*.) Martin has done some clever things with this mechanism. From his still-brilliant wargame, *A Few Acres of Snow* (a game I am still playing today, over 10 years after it was originally published, thanks to the online implementation at yucata.de), to his more recent *Lincoln*, with a "deck destruction" mechanism.

A new edition of *Tinners' Trail* arrived in 2021, too. The original (reviewed in *TWJO* 89) is a clever game of Cornish tin (and copper) mining where players' actions are limited by 'time'. And you can't just build a mine, the area you're



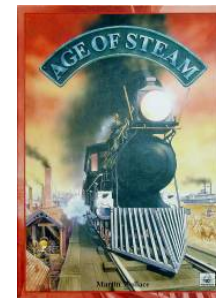
interested in has to be auctioned off, allowing other players to get in on the action. Once you've got a mine, you can start digging out the ore, but the deeper you go the harder it gets. Finally, you get to sell your ore – in a market that's always chancy. And then it's a question of whether to invest in equipment for future rounds or turn your cash into victory points. It's a really clever tactical game. The new edition expands the player count from 3-4 to 1-5 and has a few other tweaks – plus new artwork.

Not to mention the deluxe edition of *Struggle of Empires*, a game I consider to be one of Martin's masterpieces. The theme is the conflict between eighteenth-century European powers over dominating Europe and gaining colonies to exploit. Nothing special there. The first distinctive feature is that as countries raise money to do things, they increase their internal unrest. More unrest means more penalty points in the final scoring. Even worse, go too far and the mob rises up and overthrows the country's government (that's you!). However, the best feature is the Grand Alliance mechanism that groups players together, preventing them from attacking allies. The periodic bidding for choosing your alliance is crucial to the game. It got 10/10 from me when I reviewed it back in 2005 (*TWJO* 52) and I don't expect to change my mind (though I'm undecided whether it needs the deluxe treatment).

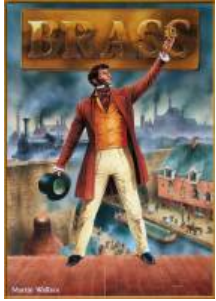


My final expectation is *Bloodstones* (a recent successful launch on Kickstarter) which I tried out at the 2019 UK Games Expo (see *TWJO* 199). This is a game of grabbing territory in a fantasy world. Each player is a fantasy race (giants, dwarves et al) with its own strengths and weaknesses. I was particularly taken with the use of dominoes as the game's playing pieces. These can be deployed on the board as troops, for which you want your strongest tiles. Or they can be played to power your actions, for which you want your strongest tiles. D'oh! I'm looking forward to the finished game.

Now, apart from coming from the same designer, what do those games have in common? Beats me. They are all the work of an inventive designer who builds interlocking mechanisms that fit the game's theme, who isn't afraid to incorporate conflict and doesn't shy away from an element of luck. Whatever kind of game you're interested in, the chances are that Martin has designed a game in that genre and that it's a goody.



I mentioned above that *Struggle of Empires* is one of Martin Wallace's masterpieces. The other one is, of course, *Age of Steam*. I know it's been tweaked and re-developed and published under other names but, as far as I'm concerned, the original is the best. It is a game where every element is important, from the initial auction for turn order to when and



where you transport cubes. It has lent itself to expansion with lots of different maps, each giving a different challenge (I do like the three-player Ireland board with its loops). Another 10/10 from me.

I have a feeling there's a significant game I haven't mentioned yet. Oh yes, *Brass* (reviewed in TWJO 82). Known as *Brass: Lancashire* in its latest incarnation, it's a clever business game of two halves: the canal age and railway age of the Industrial Revolution in north-west England. It's also possibly the Martin Wallace game I have played most, thanks to its now-defunct online implementation. However, my initial reservations about the game remain. In particular, it's difficult to learn. Everything (ages, cards, goods) comes in pairs, but each half of the pair works slightly differently. Aagh! I think it took six games before I could look at the final board and not see an illegal move that nobody had spotted when it was made.

My 2008 review of *Brass* (I gave it 7/10, but have since upgraded that to an 8) suggested it needed streamlining and, two years later, we had *Age of Industry*, which does exactly that. In particular, it only has a railway age (I often think the canal age in *Brass* is just an extended set-up phase), but still has the clever use of technology levels and ingenious selling goods mechanism. I rate it more highly than *Brass*. (And what about *Brass: Birmingham*, I hear you ask. Well, it has just what *Brass* does not need: more complexity. And dark, dismal artwork in place of the bright original.)

These half a dozen games just scratch the surface of Martin's oeuvre, but give some idea of the diverse range of themes and mechanisms it encompasses. There are so many games and, I must admit, there are some I've never played. The well-received *Australia* has completely passed me by, for example. However, let me wrap up with a few more of the outstanding games I've played over the years.

Ankh-Morpork is a wonderful romp through the eponymous city of Terry Pratchett's Discworld. It's wonderful chaotic card-based fun (and then Vimes wins). More recently it was re-themed to Victorian London as *Nanty Narking*.

Automobile is a superb business game reflecting the pioneering mass production of motor cars. It's selling them that's the tricky bit.

The demanding *Last Train to Wensleydale* turns your expectations of train games on their head. For a start, you only lease your trains and are building up your network so that you can sell out! Its re-working as *First Train to Nuremberg* is still in print.

Liberté gives players a foot in all three factions of the French Revolution. Thus you're not just trying to gain victory for a particular faction, but making sure that you're at the top in the faction that wins. Brilliant.

The terrific *London* is essentially a card game where players are building the city from just after the Great Fire through to Victorian times and the advent of the underground railway. You have to work hard to get the best out of your city. The second edition, with some tweaks, appeared in 2017.

Mordred is a really tense battle against the sneaky bad guy (aka the game system) in Arthurian England. Cleverly, the victory conditions are different depending on whether Arthur or Mordred wins, giving you plenty to think about. More recently, it was re-worked as *The Arrival*.

I love *Onward to Venus* for its bonkers pulp SF style – all ray-guns and streamlined rocket ships. And it takes you on an adventure across the solar system (as 1950s SF saw it).

A Study in Emerald is just unique, like the short story it takes its name from. You're either working for the Great Old Ones who rule Europe or an evil terrorist working against them. But what's everybody else up to? In my case, blowing things up for the hell of it.

And I have to mention Martin's first published game, *Lords of Creation* (the second edition is on the cover). How can you resist a game where the players are Gods, competing for worshippers? This is where I started and I have not looked back.

From the ancient world to the far future, through exploration, wars and commerce, by car, by ship, by plane and, above all, by train, Martin's games have taken me on a thirty-year journey filled with fun, frolics and an awful lot of thinking. Thank you, Mr Wallace.

The original version of this article was published in issue 12 of Spirit magazine, Spring 2021. You can find Spirit online at www.TabletopSpirit.com

Reading matter

I have just finished the third book in David Brin's first "Uplift" trilogy: *The Uplift War*. I know I read this back in the day (it was originally published in 1987), but I could remember nothing about the story. To recap, the setting is a universe where promising species are nurtured and 'uplifted' (a mixture of breeding and genetic engineering) to intelligence by sponsor races.



Humanity is an anomaly: it has no sponsor. But it has standing in this society because it had already uplifted two species – chimpanzees and dolphins – before becoming part of it. Humanity has friends and enemies amongst the sponsor races and several feature in *The Uplift War*. The action takes place alongside that of the second book, *Startide Rising* (see TWJO 223 for my thoughts on this), as the senior sponsoring aliens fall out over a discovery by the first dolphin-crewed spaceship.

An acceptable tactic in war is, apparently, to seize another race's colony as leverage. This story is set on the Earth colony of Garth, to which an alien fleet is heading. With little defence, the outcome of this is not in question and it is what happens after the occupation by the bird-like Gubru that takes up most of the book. Brin does a good job of giving us the aliens' point of view as well – both the invaders and the ambassadors from one of Earth's allies, trapped on Garth by the invasion.

This was terrific fun. I found I was putting off other things to read another chapter. The story does take unexpected twists – such as finding out what has been going on in Garth's forests and the final resolution of the conflict over Garth. Though the bigger story of the war remains hanging. I shall have to move on to the second trilogy, though my memory is that these are some time after the events of the first.

Games Events

The next Raiders of the Game Cupboard games day is on 24th September at the Waterside Community Centre in Burton-upon-Trent. It's simply a day of open gaming in convivial company. For more details, see the website at: www.raidersofthegamecupboard.co.uk

The following box concentrates on events I usually attend.

Swiggers: games club that meets on occasional Wednesday evenings (co-ordinated on WhatsApp) upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station) – though without me. We also play online at various websites on Wednesday evenings. For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday each month at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground). Please contact me if you're thinking of attending in case things have got in the way.

UK Games Expo: 2nd-4th June 2023 at the NEC. This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 6th-9th October 2022, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: 4th-6th November 2022 at the Mickleover Court Hotel in Mickleover (near Derby). **MidCon** is a friendly board games convention, but was in a new venue in 2021 that I haven't been to. Expect mostly open gaming and a few organised events, including a Bring 'n' Buy. See www.midcon.org.uk.

For more extensive information on UK board games events, try The Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

By Popular Demand

Turn 1 results and scores

Players' answers are on the next page, but here are the scores and some notes.

Player	This turn	Total
Martin Abrahams	33	33
Alex Bardy	48	48
Colin Bruce	54	54
Andy Burke	51	51
Charles Burrows	57	57
Mike Clibborn-Dyer	46	46
Mike Dommett	48	48
Paul Evans	53	53
Anthony Gilbert	51	51
Andrew Kendall	57	57
Andrew Larder	47	47
Tim Macaire	57	57
Nigel Monaghan	7	7
Graeme Morris	43	43
Mike Pollard	58	58
Chris Rudram	52	52
Richard Salmon	58	58
Pam Udowiczenko	31	31
Matthew Wale	30	30
John Webley	44	44

I'm not convinced Mr Monaghan has got the hang of this. "Mons Blanc," he notes, "is on the Moon. While Baaed is a bay racehorse." Yes, but will anyone else pick 'em? And, giving Blencathra as his UK mountain, Nigel asks, "Anyone for *Backpacks & Blisters*?" Count me in!

Picking Biblis Tholus as his non-UK mountain, Martin Abrahams reckons "I think Mars qualifies as outside the UK." Yep, I think so.

Pam Udowiczenko adds that her choice of mountain, Buffalo, is in Australia. While Aussie Brad Martin chooses Mussorgsky's Bare Mountain (not to be confused with either of the US ones).

Matthew Wale's mountain is Brammah as he "saw it on holiday in India and it's stayed with me."

Bridlington Bay is Graeme Morris's preference for that category, "cause I like it there."

Name	UK Mountain		Other Mountain		UK River		UK city		UK resort		Bay	
	Ben Nevis	19	Bibilis Tholus	1	Bourne	2	Bradford	2	Bournemouth	2	Botany	7
Martin Abrahams	Ben Nevis	19	Mount Bruce	1	Bride	1	Birmingham	14	Brighton	6	Botany	7
Alex Bardy	Ben Nevis	19	Baldwin Peak	1	Blackwater	3	Birmingham	14	Blackpool	10	Biscay	7
Collin Bruce	Ben Nevis	19	Broad Peak	1	Bann	6	Birmingham	14	Blackpool	10	Botany	7
Charles Burrows	Ben Nevis	19	Belukha	1	Bann	6	Bristol	3	Blackpool	10	Biscay	7
Mike Clibborn-Dyer	Ben Nevis	19	Bastion Peak	1	Barwell	1	Birmingham	14	Brighton	6	Biscay	7
Mike Dommett	Ben Nevis	19	Mont Blanc	6	Blackwater	3	Birmingham	14	Blackpool	10	Baffin	1
Paul Evans	Ben Nevis	19	Mont Blanc	6	Bann	6	Bristol	3	Blackpool	10	Biscay	7
Anthony Gilbert	Ben Nevis	19	Breithorn	1	Bann	6	Birmingham	14	Blackpool	10	Botany	7
Andrew Kendall	Ben Nevis	19	Black Tooth	1	Bann	0	Birmingham	14	Brighton	6	Biscay	7
Andrew Larder	Ben Nevis	19	Mont Blanc	6	Blackadder	1	Birmingham	14	Blackpool	10	Biscay	7
Tim Macaire	Ben Nevis	19	Bare Mountain	1	Bann	6	Birmingham	14	Blackpool	10	Bridgwater	1
Brad Martin	Ben Nevis	19	Mons Blanc	1	Barrisdale	1	Bradford	2	Bridlington	1	Baaeed	1
Nigel Monaghan	Ben Nevis	19	Mont Blanc	6	Beal	1	Birmingham	14	Bournemouth	2	Bridlington	1
Graeme Morris	Ben Nevis	19	Mont Blanc	6	Bann	6	Birmingham	14	Brighton	6	Biscay	7
Mike Pollard	Ben Nevis	19	Blackcomb	1	Bannock Burn	1	Birmingham	14	Blackpool	10	Botany	7
Chris Rudram	Ben Nevis	19	Mont Blanc	6	Bourne	2	Birmingham	14	Blackpool	10	Botany	7
Richard Salmon	Ben Nevis	19	Buffalo	1	Brock	1	Bristol	3	Brighton	6	Bengal	1
Pam Udowiczzenko	Ben Nevis	19	Brammah	1	Brent	1	Belfast	1	Boscombe	1	Botany	7
Matthew Wale	Ben Nevis	19	Bernina	1	Blackwater	3	Birmingham	14	Brighton	6	Bantry	1
John Webley	Ben Nevis	19										

What's this about?

I have cribbed these rules from the *Variable Pig* website. You can find the originals (with lots of variants) at: <http://variablepig.org/rules/bypop.html>

Each turn the GM lists six categories and an initial letter. All players have to do is find something that fits the category and begins with the initial letter; they score points equal to the number of people who offer the same answer. The winner is the person with the most points at the end (after a pre-determined number of turns).

Example: The initial letter is A and the category is cities in Holland. 13 people give Amsterdam as their answer and score 13 points each, 6 people suggest Alkmaar and score 6 points each, 3 suggest Arnhem and score 3 points each.

I suspect I've got the hardest job: deciding on the categories! Anyway, we'll run this for 10 turns and see what happens.

Turn 2 categories

Some musical categories this time:

- 1 A classical composer;
- 2 A "popular beat combo" from the 1960s;
- 3 An orchestral instrument;
- 4 A singer/songwriter;
- 5 A UK number one single and
- 6 An opera.

All beginning with the letter D, please.

My answers have already been recorded.

Send your list to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 30th September 2022.

Seahill (Railway Rivals game 17 – RR2509I(N))

Turn 2

BIEN'S INTERNATIONAL EXPRESS NETWORK headed North West towards the Bushmill's distillery, while IRISH RAILWAY ASSOCIATION looped south and east towards the coast. RUBBER BANDIT RAILWAYS built north from Dublin and west past Belfast, following BIEN, and lost a few points. CANTERBURY RAILS carried on building south. BALLINOKE ARMAGH STRABANE HAULAGE continued west, and AW GO ON continued to spread.

IRISH RAILWAY ASSOCIATION

(IRA), Anthony Gilbert – Green

Builds:

a (Clones) – D58 – D60

b (D60) – E61

c (E61) – Kingscourt – F62 – G63 (+3)

Points: 32 +3 +1 = 36

RUBBER BANDIT RAILWAYS

(RBR), Mike Dyer – Black

Builds:

a (Newry) – J56 – I56 – Portadown

b (Portadown) – I53 – J52 – J51

c (J51) – Antrim – Ballymena (3 to BIEN);

(J58) – Greenore

Points: 29 -3 = 26

BALLINOKE

STRABANE HAULAGE (BASH),

Bob Blanchett – Red

Builds:

a (Clara) – Athlone (+3) – U26

b (U26) – S25 – Roscommon (2 to AGO)

c (Roscommon) – P22 – O23 – N22

Points: 26 +3 -2 = 27

CANTERBURY RAILS (CR), Rob

Pinkerton – Blue

Builds:

a (Z16) – Cavan (+3) – Z20 (1 to IRA)

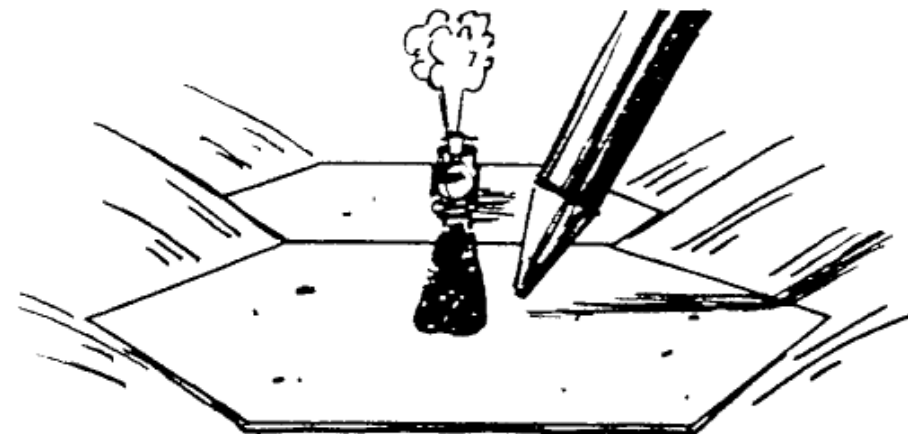
b (Z20) – Z21 – X22

c (X22) – Longford (+3);

(Z21) – Z22 – A62 – Oldcastle (+3)

Points: 29 +9 -1 = 37

ARMAGH



AW GO ON (AGO), Gerald Udowiczenko – Orange

Builds:

a (S22) – T22 – T23 – Roscommon (+3) – S25

b (T10) – W9

c (W9) – X9 – Strabane; (T22) – V23 – Longford

Points: 29 +3 +2 = 34

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN),

Christian Bien – Purple

Builds:

a (Belfast) – M50 – L49 – K50 – Antrim (+3)

b (Antrim) – Ballymena (+3) – I47

c (I47) – I46 – Coleraine (+3) – E44

Points: 17 +9 +3 = 29

GM Notes

Order layouts: Your Name, Company Name, Company Colour.

Loughs are not rivers: you cannot build through them. I adjusted orders for someone, but it won't happen again.

Town Names for preference please.

Die rolls for the next turn are: 3, 6, 3

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ

or by e-mail to mike_dommett@yahoo.co.uk

by Friday, 23rd September 2022

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Way Station (*Star Trader* game 11)

Turn 13

"OK, so what's the brief?"

"Use your abilities and contacts, Ferret, to sell Isotopes."

"OK, no problem."

"I wish I shared your feelings... I'm not so confident."

"Why?"

"We're loaded with Monopoles."

In trading, Gamma Leporis was quiet and the price fell.

AMALGAMATED INTERSTELLAR MINERALS tried to sell Isotopes they didn't have at Epsilon Eridani, but PETROLEUM AND OTHER COLONIAL GOODS sold 18 Monopoles for 14 HTs each and took a Dealership.

In contrast, at Delta Pavonis AMALGAMATED INTERSTELLAR MINERALS sold 9 Isotopes for 8 HTs each and gained a Market Position and HARRIMAN ENTERPRISES bought Petroleum on Contract.

At Tau Ceti AMALGAMATED INDUSTRIAL ENTERPRISES sold 4 Isotopes for 3 HTs apiece, taking advantage of the raised price.

Mu Herculis saw TRADIAETH A MASNACHWYR TEGWEN arriving and selling 14 Alloys for 10 HTs each, taking a Dealership, and a decent profit. HARRIMAN ENTERPRISES were shut out, wanting to sell at 14. HAPPY FEATURES sold 10 Isotopes for 7 HTs apiece and AMALGAMATED INTERSTELLAR MINERALS sold more on Contract. PETROLEUM AND OTHER COLONIAL GOODS sold 2 Monopoles for 15 HTs each and HARRIMAN ENTERPRISES bought 5 Petroleum for 8 HTs apiece.

HAPPY FEATURES bought 10 Alloys for 5 HTs each at Sigma Draconis and gained a Dealer's Position. Isotopes were popular. HARRIMAN ENTERPRISES bid 4 to buy and took 10 units. Then PETROLEUM AND OTHER COLONIAL GOODS sold 3 for 2 HTs each. Then SIRIUS CYBER bought 3 units for 4 HTs apiece. AMALGAMATED INTERSTELLAR MINERALS bid 3 to buy and got nothing. PETROLEUM AND OTHER COLONIAL GOODS sold 10 Petroleum for 10 HTs each and gained the Market Managership, while shutting out HARRIMAN ENTERPRISES' bid of 14 to sell. HARRIMAN ENTERPRISES were not to be denied totally though, buying 12 Spice for 8 HTs apiece and getting a Dealer's position. After which PETROLEUM AND OTHER COLONIAL GOODS sold 3 Spice for 4 HTs apiece.

MINING & MORE sold 9 Alloys for 9 HTs each at Alpha Centauri, undercutting HARRIMAN ENTERPRISES bid of 11 to sell. AMALGAMATED INTERSTELLAR

MINERALS sold 8 Isotopes for 6 HTs each and gained a Contractor's position. HAPPY FEATURES sold 5 more Isotopes on Contract.

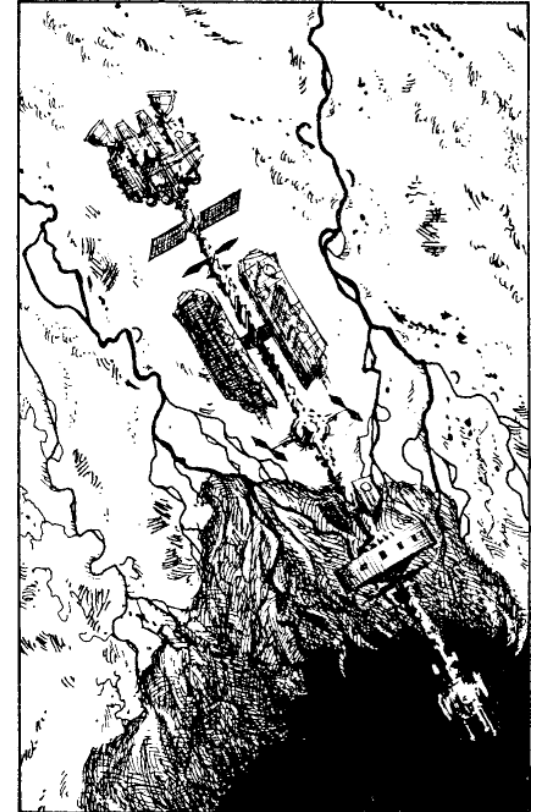
HARRIMAN ENTERPRISES wanted to sell Alloys for 11 at Beta Hydri, but MINING & MORE used their Market Manager's position to bid 10 and sell 10 units of their Alloys. HARRIMAN ENTERPRISES did buy 6 Petroleum for 9 HTs each and PETROLEUM AND OTHER COLONIAL GOODS finished by selling 5 units on Contract.

TRADIAETH A MASNACHWYR TEGWEN loaded Passengers, a massive 310 HTs worth.

HARRIMAN ENTERPRISES laid down a Corco Iota Hull at the Tau Ceti Shipyards.

PETROLEUM AND OTHER COLONIAL GOODS had made up their minds. First all their Warehouses were sold, with any goods left inside lost, and then the Monopole, Spice and Petroleum Factories were sold. Then their three ships were sold, the Granada raising 90% of list, while the Trinidad raised only 50% of list price, and the Malacca only 40%.

But the final total was over 2600 HTs and so PETROLEUM AND OTHER COLONIAL GOODS had won.



Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costa Nostra Coffee	10 0 1	0	5th	68 34	Mark Cowper
B TMT	5 7 0	15	1st	1,277 38	Jerry Elsmore
C AIM	10 0 5	0	7th	272 40	Paul Evans
D Harriman Enterprises	10 4 2	6	2nd	557 40	Anthony Gilbert
E Happy Features	10 0 5	0	6th	535 40	Mike Dyer
F PCG	10 0 8	7	3rd	2,615 40	Przemek Orwat
G Sirius Cyber	10 3 2	4	8th	440 40	Charlie Sundt
H Mining & More	10 0 4	0	4th	983 39	Sergiusz Orwat

N under Initiative Bid means No move received, F indicates the Corp was floated

Final values

Corporation letter and name	Turn 13 value	
A Costa Nostra Coffee	1,240	This is a rough estimate of Corporations' value, assuming everything they own could be sold where it is for 100% of the current market rate.
B TMT	3,071	
C AIM	1,150	
D Harriman Enterprises	1,981	
E Happy Features	1,471	
F PCG	2,615	
G Sirius Cyber	1,134	
H Mining & More	1,582	

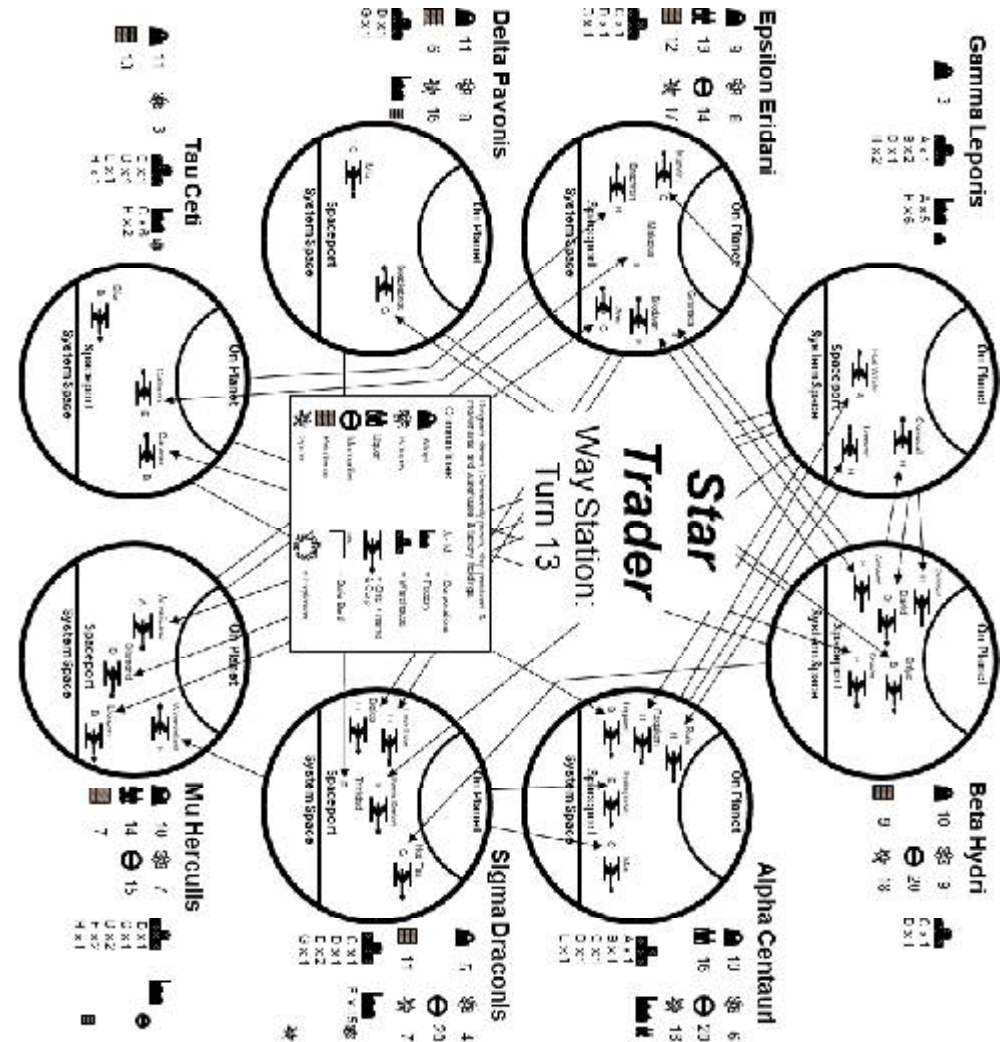
GM Notes

The main news this quarter is that PETROLEUM AND OTHER COLONIAL GOODS decided to liquidate its position and, since the final figure was over 2,600 HectoTrans, the game is over.

Would players like to write in with their Game End Statements (GES) explaining how you were robbed, or how your plan was starting to work?

Waiting lists are open for the next game.

GES to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 23rd September 2022



Les Petites Bêtes Soyeuses

Being a correspondence game of *En Garde!* Pevans since April 1986 and now published of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see page 17). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engage.co.uk).

Orders for May 1674 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 30th September 2022



April 1674 (362)

Say hello to Colonel Balzac Slapdash, commander of the Princess Louisa Light Dragoons. See him finish sharpening his shiny steel rapier and sheathe it at his side. Watch him saunter (carefully) across the wet cobbles this April morning to his meeting with Major Burger de Boeuf of the Gascons. Witness his disappointment when Major de Boeuf does not arrive. But not to worry, Colonel Slapdash has another engagement to go to. Observe his frustration (that rapier is very swishy) when there is no sign of Lieutenant-General Zavier Ulric Turenne at the appointed time.

Boeuf is not the only one to be disappointed by Turenne: he doesn't turn up to fight Felipe Savant or Zeold von Tu either. Mind you, those two are only Subalterns, so maybe they're beneath his notice.

The first duel to actually take place is between enemies Les Anonyme, Colonel of the 53rd Fusiliers, and Brigadier-General Ben e'Volence, commander of the Crown Prince Cuirassiers. The bandaged state of e'Volence suggests Anonyme has an advantage. Except, Anonyme is using a rapier against e'Volence's sabre. Phillippe F'Loppe is along to second e'Volence, but there's no sign of his other second, Chris Knight (who doesn't seem to take his duties as second at all seriously). Nor does Hercule D'Engin show up to support Anonyme. Not that there's much of a fight. Anonyme parries, on the off-chance that e'Volence will try a furious lunge. Then e'Volence hits him with a wholly predictable furious slash. He only gets the slash in, as Anonyme surrenders as soon as he's been hit.

Mustafa Lekk is another no-show, much to the annoyance of Alexandre Capone.

There's no such problem with either Jacques Hatt or Rick Shaw. It's Justin Thyme, Shaw's second, who is not in evidence. This is in contrast to Hatt's side, where Henri Tard and Louis Severin Descartes both attend. This is a sabre duel between cavalymen, but the brawny Shaw has a clear advantage in size over his opponent – even before you take into account Hatt's old injuries. Canny tactics by Hatt see him block Shaw's opening slash. However, he drops his guard too early: his own slash meets the follow up cut coming the other way. The cut does a lot of damage and Hatt surrenders.

Then it's time for Hatt and Descartes to swap places as Descartes takes on Shaw and Hatt stands as his second, along with Henri Tard. Shaw may now be wearing a bandage, but he still dwarfs the titchy Descartes as they cross sabres. Changing tactics, Shaw lunges with his sabre, scratching Descartes who concedes the fight straight away.

Last for now are Thomas de la Lune's duels. Just the three of them this month. Lune decides to face Louis Renault first. This is a rapier fight, with Lune's partly-healed wounds meaning the advantage is with Renault. Neither man has a second. Lune because he hasn't nominated any and Renault because neither of his has showed up. Hugh Challavas-Vichy and Zavier Ulric Turenne clearly have something better to do. The duellists start cautiously, looking to parry any lunging by their adversary. Lune gives up first and launches into a lunge. He hits, but is then run through by Renault's lunging response. However, Lune's attack is the first part of a furious lunge and he hits Renault again with a cut. This is enough damage to prompt a surrender from Renault. And Lune's latest wound means that he is able to cry off his other duels without any loss of status.



This leaves the regular match between Pierre Cardigan and Tarquin le Hatter, to which Hatter regularly does not turn up. He doesn't disappoint this month, sending some of his bodyguards instead: "The boss says he ain't coming, so clear off!" They proceed to throw rotten fruit in Cardigan's direction.

One Minister, one Brigadier

The Government gains a new Minister this month as, this time, Xavier Money accepts Beau Reese Jean Seine's invitation to be a Minister without Portfolio (with special responsibility for parties). There's still no Chancellor of the Exchequer, though, as Seine, the Minister of State, decides to keep the position vacant for the time being.

Louis Severin Descartes has asked various Aides to resign, but doesn't bring any influence to bear. He doesn't need to: once Descartes has bought the rank of Major, General Jacques de Gain appoints him as his Aide, completing the staff of Second Army. Following Descartes' request, Felipe Savant calls in a favour to remove General Jean Jeanie's Aide. The man stays in post, however. Similarly, Lascar Vivrebras uses his influence, such as it is, to entice Lieutenant-General Xavier Ulric Turenne's Aide to go, but to no avail either. Resigning from the Picardy Musketeers, Vivrebras is the latest recruit to the Royal Foot Guards, courtesy of CO Beau Reese Jean Seine, where he now serves as a Private.



Lt-Gen Turenne wields far more influence and, with the support of Henri Tard, easily convinces the Adjutant of the Frontier Division to quit. It's not really a surprise that Turenne then appoints Tard to the post.

RFG Subaltern Zeold von Tu fancies being Ensign of the King's Escort, but falls at the first hurdle when his attempt to get the incumbent to resign is unsuccessful. This needs more influence than is at Tu's disposal.

Captain Alexandre Capone of the 13th Fusiliers would like to advance his career, which needs one of the regiment's Majors to step down. Capone calls in a favour to provide some pressure on the junior Major, only to find that the man is supported by Tarquin le Hatter. Hatter bolsters the other Major's position, too, and is a lot more influential than Capone. Both Majors remain.

Hatter has even more favours to call on and uses one to make sure the senior Major of 4th Arquebusiers stays in his post, despite Thomas de la Lune's call – and influence – for him to go.

The Heavy Brigade gains a new Brigadier in the shape of Bdr-General Rick Shaw. This is facilitated by pressure on the Inspector-General from both Shaw and Terence Cuckpowder.

First party

April's social events start with a party and Toadying in the Fleur de Lys. The party is that of Minister of State and commander of the Royal Foot Guards, Beau Reese Jean Seine. The invitation was extended to the RFGs, their friends (aka the King's Musketeers) and government Ministers – whose ranks now include Xavier Money of course. And Xavier is there bright and early, accompanied by Kathy Pacific, to be greeted by their host and Madelaine de Proust. Most of the guests are Beau's regimental colleagues. Major Camille de Polignac has Angelina di Griz on one arm and a large bag of cash on the other. They head straight for the gaming tables – Camille has a certain lifestyle to maintain! Captain Lou Scannon has Bess Ottede

on his arm and is flush, thanks to a handsome gift from Bernard de Lur-Saluces (currently engaged in military action as Provincial Military Governor). Captain Neville Moore brings Vera Cruz. Captain Pierre a'Noyer escorts Sue Briquet. Felipe Savant escorts Pet Ulante, while his fellow Subaltern, Zeold von Tu, is on his own. Lieutenant-Colonel Tarquin le Hatter is the sole representative of the Musketeers and has no escort – apart from his uniformed bodyguards, that is. They, however, have to remain outside the party, but enjoy hobnobbing with the door staff.

Les Anonyme brings Carole Singeurs to the Fleur, where they are joined by Xavier Ulric Turenne and Lucy Fur for a convivial get-together. It's not that convivial, however, as a couple of Beau's guests take exception to jumped-up plebs like Xavier being admitted to the club. Felipe and Zeold strut across to challenge Xavier for his cheek. At the other end of the club, Leonard de Hofstadt and Frances Forrin are also welcoming guests: Ben e'Volence, with Lotte Bottle, and Phillipe F'Loppe, accompanied by Freda de Ath. Phillipe insists on buying champagne for all. Their conviviality is interrupted twice. First, when Ben and Les spot each other across the bar: challenges are exchanged between the regimental enemies. Then Tarquin marches over to Phillipe. "I've had this a long time," he crows, "and now your time's up, Floppy." He brandishes a rather faded warrant in Phillipe's face. "Take him away, boys," he tells the two goons who have materialised behind Phillipe and the hapless Dragoon is frog-marched to the Bastille.



The final visitor to the Fleur is, as usual, Pierre Cardigan, with Edna Bucquette on his arm. Equally traditional is the exchange of challenges between Pierre and Tarquin. But will there be an actual duel next month? The smart money's against it... Talking of smart money, Camille is playing the Fleur's tables again. His bets have reached 600 crowns a time, so there's quite a crowd watching (and, possibly, some side bets being made out of sight of the management). Camille cuts the first bet when the house goes high. Then he loses, loses, loses and loses. Angelina has gone a funny colour, but Camille shrugs off the heavy loss. The spectators are not impressed, though.

There is a spot of Toadying at Hunter's, too. Jacques Hatt and Cath de Thousands are hosts to a couple of Jacques' regimental colleagues and their ladies. Henri Tard escorts Anna Rexique and Louis Severin Descartes accompanies Sheila Kiwi. Bothwell's is home to Charles Trenet and Leia Orgasma, as well as Rick Shaw and Maggie Nifisent for the week. Maurice Pauvre has Blue Gables to himself. The Frog & Peach is graced by the presence of, on one side, Mustafa Lekk and Mary Huana and, on the other, new member Thomas de la Lune and Violet Bott.

The funniest sight of the week, however, is Terence Cuckpowder arriving at the Prix d'Or atop his favourite mount and dressed in his riding gear. "Nah, mate," says one of the staff, "Big race ain't till the end of the month." Ella Fant is not amused and flounces off home, while Terence consoles himself with the thought that nobody of any consequence has witnessed his mistake. It seems he's had enough of Ella, though, as he spends the rest of the month paying suit to other young ladies – and succeeding at the last.

The second week of April is the date for the AGM of the Young Gentleman [sic] of Paris group, hosted by outgoing (and probably incoming) chairman, Petit-Garson Riche, and the social secretary, Emma Roides. Alexandre Capone is first through the door, bringing Marie Antoinette with him. Fuelled by gifts from Claude de Nord and Tarquin le Hatter, the now Lieutenant-Colonel Burger de Boeuf has a new conquest to show off: Ada Andabettoir. He gets jeers, though, from the next to arrive. Balzac Slapdash, escorting Alison Wunderlandt, is a regimental enemy so he and Burger exchange challenges. Balzac will definitely not be supporting Burger's bid to be Treasurer, however much he tries to whip up the assembly. Claude de Nord arrives on his own after ditching Ava Crisp and spectacularly failing in his courting. He offers himself as Party Organiser, a proposal that attracts hissing and boos from Burger. Hercule D'Engin is also unaccompanied. Louis Renault brings Di Lemmere. There's no-one accompanying Maurice Pauvre. Pierre a'Noyer has Sue on his arm again. Ditto Xavier Money and Kathy. And Zeold von Tu brings up the rear, on his tod and offering a "silent toast to Marc de Zorro".

There are still plenty of people in the Fleur. Bastian de LaGarde is holding the first of his sessions to gain advice before he seeks to renew his position as Minister of War. His only guests are Camille de Polignac and Angelina. Rather than attending on Bastian in the Turkish Baths, the pair take their habitual places by the gaming tables. Camille is still wagering 600 crowns a time, but finds the house rolling high this week: he cuts four bets, but does win one to reduce the amount he's out of pocket this time. Les Anonyme and Carole host Zavier Ulric Turenne and Lucy again. Leonard de Hofstadt and Frances are Toadied to by Ben e'Volence and Lotte, triggering a repeat of the challenges between Ben and Les. Lou Scannon and Bess also Toady to Leonard, taking the place of the imprisoned Phillipe F'Loppe. Pierre Cardigan and Edna occupy their customary spot and Jean Jeanie brings Jacky Tinne to the Fleur.

Charles Trenet and Leia are to be found in Bothwell's again. Jacques Hatt and Cath occupy Hunter's, on their own this time. The Frog & Peach sees Mustafa Lekk and Mary return, with the addition of Henri Tard and Anna at a separate table.

Three-quarters of the way through April and there's no big event as people gear up for the big race at the end of the month. The Fleur is busy even so. There's Les Anonyme and Carole hosting Zavier Ulric Turenne and Lucy for the third time. Leonard de Hofstadt and Frances have all three of their Toadying couples this time: Ben e'Volence and Lotte, Lou Scannon and Bess and jailbird Phillipe F'Loppe

and Freda. Pierre Cardigan and Edna are a fixture, it seems. And Tarquin le Hatter returns, this time as the guest of Bastian de LaGarde. He finds time to swap challenges with Pierre again before joining his host in the Turkish baths. Bastian's other guests, Camille de Polignac and Angelina, are rolling dice. Camille actually wins two wagers this week, but loses one and cuts two to end up with no monetary gain or loss. His social standing recovers a bit.

Bothwell's is where to find Charles Trenet and Leia for the third time. The other member in the club is Xavier Money, continuing to show Kathy a good time. It's the third week in Hunter's for Jacques Hatt and Cath. Louis Renault brings Di here this week and Claude de Nord pops in as well. Mustafa Lekk and Mary visit the Frog & Peach for the third time; Henri Tard and Anna for the second time. And Red Phillips gets a visit from Burger de Boeuf and Ada.

Let's go racing!

Time for the big event: the Jacques As Memorial Stakes at Paris's Prix d'Or race track, hosted by none other than the Dauphin himself. A prize pot of 5,000 crowns has attracted plenty of entrants to the race. Plus an observer: Jean Jeanie attends the Prix just to watch the race. He finds the grandstand is closed to all but the Prince's guests, so he has to mix with the rest of the race-goers clustered along the track's fences.

As the riders jockey (ho, ho) for position at the start, the favourite, just, is Chris Knight. He's a lightweight cavalryman with a sound tactical brain. However, there's plenty of money on Gaz Moutarde ("That's my man," exclaims Anne Tique, pleased to be out of the house for once) and Henri Tard (Anna is chuffed) as well. The horses start in front of the grandstand, with Chris getting away first, Gaz and Henri on either shoulder. Just behind them are Burger de Boeuf, Louis Severin Descartes, Mustafa Lekk (being encouraged by Mary) and Zavier Ulric Turenne. They are closely followed by Balzac Slapdash (Alison shouting encouragement from the grandstand), Hercule D'Engin, Jacques Hatt and Lou Scannon (Bess is there to support him). Petit-Garson Riche (to cheers from Emma) and Xavier Money (prompting whoops from Kathy) are next with Louis Renault (with vocal support from Di), Neville Moore (cheered on by Vera), Pierre a'Noyer (supported by Sue) and Zeold von Tu hot on their tails. Next are Les Anonyme, Claude de Nord, Camille de Polignac (Angelina has spotted gambling is possible at the Prix) and Maurice Pauvre. Alexandre Capone (Marie is his supporter) and Rick Shaw are

behind even them and the slowest starter is Tarquin le Hatter, much to the chagrin of his new lady friend, Ella Fant, watching from the grandstand.

Chris takes the first bend at a steady pace, confident in his lead. But what's this? Charging past the three fast



starters comes Louis SD, his horse moving like the wind, to take the lead by half a length. Henri is still on Chris's shoulder, but Gaz has dropped back a length and Balzac is now on the other side of Count Knight. Zavier is next while Gaz has been caught by Burger, Mustafa, Jacques and Pierre. Half a length down from this group is another fast charger, Lou, alongside Xavier, Louis R, Neville and the speedy Camille. Hercule's mount is struggling to find any pace and he's been joined by the galloping Alexandre and Tarquin. Petit-Garson is still behind Hercule and now has Rick and Zeold for company. Les, Claude and Maurice have been jostled to the back.

The horses thunder down the back straight, striving for advantage and bunch up again around the final corner before sprinting for the finishing line. Louis SD maintains his all-out pace to cross the line two full lengths ahead of his nearest rival. That would be Chris, maintaining his steady pace, only to be caught on the line by Zavier who thus shares second place. Just behind them are Camille, who's gone even faster in the second half of the race than the first, Jacques, who also picked up his pace, and Henri. Alexandre is another on a fast horse, but can only finish 7th, alongside Louis R. They are closely followed by Balzac, Gaz, Neville and Xavier. The next group consists of Burger, Lou, Tarquin and Zeold. Then it's Mustafa, Pierre and Rick. Pierre's horse is in some distress and, on examination, has to be put down. The final batch across the line consists of Les, Hercule, Maurice and Petit-Garson. Claude does not even make it to the finish, his horse foundering on the final straight.

Time for the partying to begin! The mud-spattered jockeys join the Dauphin for drinks, the presentation of the prizes, drinks, introductions to the ladies (the Prince appears to have met most of them already...) and drinks. Of course it isn't all sweetness and light. For a start Chris Knight and Rick Shaw are both members of Archduke Leopold's Cuirassiers, while Henri Tard, Jacques Hatt and Louis Severin Descartes are all in Grand Duke Max's Dragoons. That's a few challenges exchanged. Gascon Burger de Boeuf and Light Dragoon Balzac Slapdash renew their regimental disagreement. Alexandre Capone and Mustafa Lekk are at daggers drawn as the former is from the 13th Fusiliers while the latter is a 27th Musketeer. And then there's the presence of the un noble Zavier Ulric Turenne. Balzac, Mustafa and Zeold all take exception and challenge the upstart. Again.

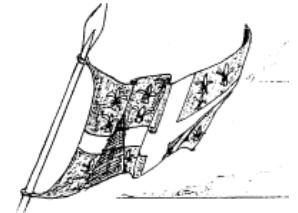
Socialites missing out on the race include several at the Fleur de Lys. Bastian de LaGarde is there again. So are Pierre Cardigan and Edna. And Leonard de Hofstadt and Frances play hosts once more to Ben e'Volence and Lotte. Charles Trenet and Leia are to be found in Bothwell's. The Horse Guards club is the haunt of Roger d'Horne, where he blows the dust off the club's dice and proceeds to win three of his six bets, cutting two and losing one to end up with an extra 100 crowns in his pocket. This is better than his previous week's gambling in the bawdyhouses. He won two, lost two and cut two, ending 50 crowns out of pocket and then losing all his cash to the footpads. That's much more profitable than their mugging of Hercule D'Engin at the start of April as Hercule had spent all his money.

Jacques de Gain isn't at the race either: he's in the gym all month, working out with his rapier yet again. Phillippe F'Loppe practises sabre in the last week, but that won't do him much good in court. His rapier occupies Felipe Savant for the second of two weeks. Thomas de la Lune is getting in his third week of rapier practice, as is Beau Reese Jean Seine. Those practising for half the month (but not race day) are Alexandre Capone (rapier), Balzac Slapdash (rapier), Chris Knight (sabre), Jean Jeanie (rapier), Louis Severin Descartes (sabre), Neville Moore (rapier), Petit-Garson Riche (sabre) and Rick Shaw (sabre).

Finally, we come to Henrietta Carotte's doorstep. This is the place to be if your name is Bastian de LaGarde, Claude de Nord, Lascar Vivrebras or Roger d'Horne and it's the start of April. None of the gentlemen will cede precedence to any other, so it's just one big argument. The following week sees Lascar and Roger repeat the exercise. At least that's a smaller argument.

Provinces subdued

While the Frontier troops keep the Dutch and their allies occupied in the United Provinces, the rest of the French army sweeps through Franche-Comté, restoring French control of the region. The one battalion of the King's Musketeers in action is part of this success, providing CO Greg de Bécqueur with a brief Mention in Despatches ("Bécqueur was there") and a hundred crowns or so of loot.



There is more to be had by the Royal Marines. Colonel Henri DuShite pockets over two hundred crowns worth of booty and also sees his name go into the Despatches ("Good to see the Marines on land"). Captain Jean-Paul Marsaud concentrates on the plunder and takes home over three hundred crowns worth. His jest is to propose a party to his fellow officers: "But, as I am rather strapped for cash, we will have to go Dutch! He, he..." While Subaltern Jean-Claude Etienne survives a near miss from a Spanish pike to collect two hundred crowns worth of loot.

Attached to Frontier regiment 2, Jean-Baptiste Barnier is less lucky as he does not survive a hit from a Spanish pike. RIP. Second battalion of the Royal Foot Guards is backing up this regiment and there is a Mention for Major Eclair de Lame as he dodges the pikes ("That was close") to grab over five hundred crowns worth of loot and discover that he's now a Baron. Captains Dureau Celbonet and Martin de Garnache survive handily, but only one of them gets any loot. That's over three hundred crowns worth for Captain Garnache.

Frontier regiment 3 is still being commanded by Lt-General Bernard de Lur-Saluces as he attempts to put down the continuing unrest in his province. This time the troops succeed in restoring order to the region, allowing Lur-Saluces to return to Paris for the end of the season. ❖

Press

Announcements

France's best regiment is currently accepting applicants.

† Beau Reese Jean Seine,
Officer commanding RFG

Social

To: Gentlemen of Paris

In growing anticipation of the arrest of that notorious scoundrel and arrogant bully, Pierre Cardigan, I shall be hosting a glorious party in Week 2.

It will be held at my club, Bothwell's, and is open to all good fellows of appropriate social standing [OOC – SL 10+].

Mistresses welcome and carousing costs covered.

If Cardigan has already been arrested by then each attendee will also receive an appropriate commemorative gift to mark the joyous occasion.

Hurrah for me and yah boo hiss to Cardigan!

† Lieutenant Colonel Tarquin le
Hatter
King's Musketeers
Aide to Field Marshal de Hofstadt
Deputy Commissioner of Public
Safety
War Hero of France

Party at my club for RFG, KM and ministers: week 1 of May

† Beau Reese Jean Seine

As the Guards Brigade will be defending the 'home front' next season while others go off to do splendid things to whichever enemy we are fighting this year – 'Alphonse, why haven't you found that out yet? Is it the perfidious Anglais again?' – I propose to organise a martial parade and 'bon voyage' party Weeks 3 and 4 in May for all ranks of SL 17 and above. Bring your mistresses, their names and addresses will be recorded so that they can be 'seen to' during your absence (hopefully not a permanent one either), and carouse at my expense at my club.

† Bastain de Lagarde, Lt.Colonel,
Royal Foot Guards

It may have escaped your notice, LaGarde, but we're in the middle of a war with the Dutch. In which the English were, until recently, our allies.

† Le Roi

* MAY BALL – WEEK 1, MAY 1674 *
Gentlemen of Paris, please bring your ladies to a Ball at my club, during the first week of May. The theme is "Spring Flowers".
Costs paid. All Gentlemen of Social Level 10 and above welcome. Gentlemen of lower social levels, please contact me first and we will make arrangements.

Yours, etc,

† Xavier Money

Personal

Sir Petit Garcon-Riche,

I received your letter, definitely the first time anyone has asked for a lecture.

I fear it would be a trifle dry in content though, unlike many actual campaigns.

I invite you to visit me at my club on the first week of May to discuss whether it is at all workable.

† Jean Jeanie

Poetry Corner

(All signed poetry submissions gain their author at least 1 SP)

Balzac Slapdash, what a jerk!

Wants to fight me -- what a berk!

You pick on the new boy,

Does that make you feel hot?

But am I turning up to fight?

Points Arising

Next deadline is 30th September

Note that there's an extra week in the deadline due to holiday commitments.

Eclair de Lame's term as Commissioner of Public Safety expires at the end of May, as does Bastian de LaGarde's as Minister of War. Applicants for either post should submit their application with their May orders (though note that Minister of State BRJS appoints the CPS).

I've had some interesting suggestions for ramping up the scope and effect of Royal Displeasure. The aim being to encourage players with high Social Level characters, who have achieved

That's a 100%, NOT!

So stamp and shout

And swing your sword.

(I was told to say all this

By that naughty Claude de Nord.)

† Burger de Boeuf

Horse Racing advice for Infantrymen and the Royal Marines

You don't get spurs or carry weapons, Nor do you get to bring your seconds, Foot in the stirrup and sit on the saddle,

It's a whip and not a paddle.

Point your horse to the finish line,

If you manage to stay on then you'll do fine,

Use the whip to make it go,

And use the reins to steer and slow,

And if your horse should buck and bray,

Just hope it is your lucky day.

† Henri Tard

their goals, to start again with a new character. I certainly like players to do this – and the turnover in characters is one reason the game has lasted this long – but am wary of imposing this on people. While I'm mulling over the detail of the suggestions, what do you think of this idea?

Welcome

We have some new players just joining us for the next turn. First up is Robert Strudwick, who is fairly new to *En Garde!* – enjoy the game, Rob, and be gentle, everyone else.

In contrast, Terry Crook is an old hand and formerly of *Briny En Garde!*. Welcome, Terry.

And third is Geraint Morgan, who hasn't "played a game of *En Garde!* since *The Paris Tribune* folded many, many years ago." Croeso i *LPBS*, Geraint.

Absent friends

I had no orders ("No Move Received" – NMR) from the following and they suffered the consequences:

DdM Didier de Malherbe (Rik Stewart) has NMR'd. Total now 1
HCV Hugh Challavas-Vichy (Nik Luker) has NMR'd. Total now 1

JBB (Mark Nightingale) has been floated at his request.

JiT (Gerald Udowiczenko) has been floated at his request.

Announcements

Bastian de LaGarde applies for Minister of War

Roger d'Horne applies for Division Adjutant of First Division

Roger d'Horne applies for Division Adjutant of Second Division

Roger d'Horne applies for Division Adjutant of Cavalry Division

Notes

The *En Garde!* rules are available to *LPBS* players at a reduced rate: see any month's Points Arising page at www.pevans.co.uk/LPBS.

There's an email group for *En Garde!* players and GMs, providing a forum to swap stories and ideas. Sign up at: <https://groups.io/g/EnGarde>

Reminders: It is worth sending orders in even if they're late: I may be able to action the orders and should be able to use any press. It also reassures me that you're still there.

Orders (and press) should be emailed to lpbsorders@pevans.co.uk – you'll get an automated reply when the message arrives in my mailbox. Please give your name and your character's name and specify actions in full detail. If you want a query answered before the deadline, please use LPBS@pevans.co.uk instead.

Roger d'Horne applies for Division Adjutant of Frontier Division

Roger d'Horne applies for Aide to Field Marshal

Tarquin le Hatter asks NPC Lt.Colonel of 69th Arquebusiers to resign

Duels

Results of April's duels

Burger de Boeuf didn't turn up to fight Balzac Slapdash and lost SPs.

Zavier Ulric Turenne didn't turn up to fight Balzac Slapdash and lost SPs.

Zavier Ulric Turenne didn't turn up to fight Felipe Savant and lost SPs.

Zavier Ulric Turenne didn't turn up to fight Zeold von Tu and lost SPs.

Ben e'Volence (with PFL, gains 1 Exp) beat his enemy Les Anonyme.

Mustafa Lekk didn't turn up to fight Alexandre Capone and lost SPs.

Rick Shaw (gains 1 Exp) beat his enemy Jacques Hatt (with HT & LSD).

Thomas de la Lune (gains 1 Exp) beat his enemy Louis Renault.

Rick Shaw (gains 1 Exp) beat his enemy Louis Severin Descartes (with JH & HT).

Thomas de la Lune declined to meet Lascar Vivrebras as he was under half Endurance.

Thomas de la Lune declined to meet Maurice Pauvre as he was under half Endurance.

Tarquin le Hatter didn't turn up to fight Pierre Cardigan and lost SPs.

Grudges to settle next month

Bastian de LaGarde (Rapier, Seconds HDE) and Claude de Nord (Sabre, Seconds TIH & BdB, adv.) have mutual cause as neither stood down over Henrietta.

Bastian de LaGarde (Rapier, Seconds HDE, 1 rests) and Lascar Vivrebras (Rapier, Seconds DdM, adv.) have mutual cause over Henrietta.

Bastian de LaGarde (Rapier, Seconds HDE, adv.) and Roger d'Horne (Sabre, 1 rests) have cause over Henrietta.

Claude de Nord (Sabre, Seconds TIH & BdB) and Lascar Vivrebras (Rapier, Seconds DdM, adv.) have mutual cause over Henrietta.

Claude de Nord (Sabre, Seconds TIH & BdB, adv.) and Roger d'Horne (Sabre, 2 rests) have cause over Henrietta.

Lascar Vivrebras (Rapier, Seconds DdM, adv.) and Roger d'Horne (Sabre, 3 rests) have cause over Henrietta.

Les Anonyme (Rapier, Seconds HDE, adv.) and Ben e'Volence (Sabre, Seconds PFL & CK, 1 rests) have mutual cause for enemy regiments.

Felipe Savant (Rapier, adv.) has cause with Zavier Ulric Turenne (Foil, Seconds GM & LR, 1 rests) as he's not Noble but higher SL.

Pierre Cardigan (Sabre, Seconds BRJS, adv.) and Tarquin le Hatter (Rapier, Seconds XM & CdN, 5 rests) have mutual cause as enemies.

Zeold von Tu (Rapier) has cause with Zavier Ulric Turenne (Foil, Seconds GM & LR) as he's not Noble but higher SL.

Terence Cuckpowder (Sabre, Seconds ZUT, adv.) has cause with Tarquin le Hatter (Rapier, Seconds XM & CdN, 5 rests) for pinching Ella.

Burger de Boeuf (Rapier, Seconds CdN, 5 rests) and Balzac Slapdash (Rapier, adv.) have mutual cause for being in enemy regiments.

Zavier Ulric Turenne (Foil, Seconds GM & LR, 5 rests) has cause with Terence Cuckpowder (Sabre, Seconds ZUT, adv.) for pinching Lucy.

Alexandre Capone (Rapier, adv.) and Mustafa Lekk (Rapier, Seconds CK) have mutual cause as enemies.

Balzac Slapdash (Rapier, adv.) has cause with Xavier Ulric Turenne (Foil, Seconds GM & LR, 5 rests) as he's not Noble but higher SL.

Chris Knight (Sabre, Seconds ML, adv.) and Henri Tard (Sabre, Seconds JH & PFL, 1 rests) have mutual cause for being in enemy regiments.

Chris Knight (Sabre, Seconds ML) and Jacques Hatt (Sabre, Seconds HT & LSD, adv.) have mutual cause for being in enemy regiments.

Chris Knight (Sabre, Seconds ML, adv.) and Louis Severin Descartes (Sabre, Seconds JH & HT, 3 rests) have mutual cause as enemies.

Henri Tard (Sabre, Seconds JH & PFL, 2 rests) and Rick Shaw (Sabre,

Seconds JiT, adv.) have mutual cause for being in enemy regiments.

Jacques Hatt (Sabre, Seconds HT & LSD) and Rick Shaw (Sabre, Seconds JiT) have mutual cause for being in enemy regiments.

Louis Severin Descartes (Sabre, Seconds JH & HT, 4 rests) and Rick Shaw (Sabre, Seconds JiT, adv.) have mutual cause for enemy regiments.

Mustafa Lekk (Rapier, Seconds CK, adv.) has cause with Xavier Ulric Turenne (Foil, Seconds GM & LR, 2 rests) as he's not Noble but higher SL.

“adv.” shows who (if anyone) has the advantage of higher Expertise: his first duelling sequence need only contain six actions.

All duels listed above (including any to be voted on) must be fought next month unless held over (below). Orders conditional on a challenge being voted cause are acceptable.

Duels held over to June

Dureau Celbonet versus Rick Shaw.

Eclair de Lame versus Terence Cuckpowder.

Trials

Phillipe F'Loppe will be on trial at the start of May (after duels have been fought, but before anything else happens). CPS Eclair de Lame will prosecute on charges of embezzlement and Minister Beau Reese Jean Seine will sit in judgment.

Players are welcome to 'attend' the trial by submitting press and other antics for their character. If you actually want to influence the outcome, you'll need to talk to the Minister of State.

Should F'Loppe be found guilty, any character may use influence (or a bribe, we're not proud) on the King to commute the sentence.

New Characters

Robert Strudwick gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 2; EC 3 (X1).

Mark Nightingale gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 3; EC 2 (X2).

Terry Crook gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 4; EC 2 (X3).

Geraint Morgan gets the First son of a well-to-do Gentleman: Init SL 5; Cash 275; MA 1; EC 2 (GdM Gilles de Mercy).

Tables

Army Organisation and 1674's Summer Deployment

First Army (Defence)	JJ/N/BeV/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	JdG/LSD/N6/N
First Division (Assault)	N5/N/N6
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	N5/N/N2
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	ZUT/N/HT
Frontier Regiments (Assault)	
Third Army (Field Ops)	N6/N/Anon/N
Cavalry Division (Field Ops)	N2/N/N6
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG) Entries are ID for player characters, "N" (+ MA if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	N2/N/CdP
Horse Guards Brigade	__/_/PGR
Heavy Brigade	RS/N/CK
Dragoon Brigade	N3/N/N1
First Foot Brigade	N3/N/N5
Second Foot Brigade	N3/N/N6
Third Foot Brigade	ML/N/N1
Fourth Foot Brigade	N2/N/N3

Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, "N" (+ MA if needed) for NPC, __ for vacant

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last	seen	Club	EC	Player
LdH	Viscount Leonard de Hofstadt	26	52	Comfy	Fld Marshal/Min w/o Port	7	Frances	Flr	5	Neil	Packer	
BRJS	Count Beau Reese Jean Seine	24	48	Comfy	Colonel RFG/State Min.	11	Madeline	Flr	4	Bill	Hay	
PC	Count Pierre Cardigan	24	46	Withy	Colonel CG	10	Edna	Flr	5	Matt	Shepherd	
JJ	Count Jean Jeanie	23	70	Fthy	B.General/1st Army Commdr	32	Jacky	Flr	3	Andrew	Kendall	
JdG	Count Jacques de Gain	23	68	Fthy	General/2nd Army Commdr	24		Flr	6	Ben	Brown	
BdLG	Earl Bastian de LaGarde	23	54	Rich	Lt.Colonel RFG/War Minister	5		Flr	1	Jerry	Spencer	
BdLS	Count Bernard de Lur-Saluces	22	0	Fthy	Lt-General/Prov. Mil.Gov	16		Flr	3	Rob	Pinkerton	
CK	Count Chris Knight	21	64	Rich	Major ALC/Hvy Brigade Maj.	14		Flr	2	Paul	Wilson	
TC	Viscount Terence Cuckpowder	21	31	Comfy	Bdr-General	6		Flr	6	Mike	Dommett	
GdB	Earl Greg de Bécqueur	20	F	Withy	B.Bdr-General KM/Justice Min.	10		Flr	5	Anthony	Gilbert	
BeV	Baron Ben e'Volence	20+71	Comfy	B.Bdr-General CPC/1st Army Adjut	6	Lotte		Flr	3	Ash	Casey	
Anon	Sir Les Anonyme	19	35	OK	Colonel 53F/3rd Army Adjutnt	3	Carole	Flr	4	Bruno	Giordan	
CdP	Sir Camille de Polignac	18+62	Comfy	Major RFG/Gds Brigade Maj.		4	Angelina	Both	4	James	McReynolds	
HDS	Baron Henri DuShite	16	F	Rich	Colonel RM	12		Both	4	Dave	Marsden	
LS	Lou Scannon	16+56	Rich	Captain RFG/LtGen's Aide (BdLS)	4	Bess		Both	2	John	Cooke	
XM	Baron Xavier Money	16+54	Withy	Bdr-General/Min w/o Port	7	Kathy		Both	3	Pam	Udowiczenko	
GM	Sir Gaz Moutarde	15	38	Withy	Bdr-General	4	Anne	Both	2	Mike	Clibborn-Dyer	
EdL	Baron Eclair de Lame	15	F	Rich	Major RFG/CPS	9		Both	3	Peter	Farrell	
TIH	Tarquain le Hatter	15+48	Comfy	Lt.Colonel KM/FMshl's Aide	2	Ella		Both	5	Jason	Fazackarley	
DC	Dureau Celbonet	14	F	Withy	Captain RFG	5		Both	3	Paul	Murphy	
RS	Sir Rick Shaw	14+64	Comfy	B.Bdr-General ALC/hvy Brigadier	2	Maggie		Both	6	Charles	Burrows	
NM	Sir Neville Moore	14+44	Withy	Captain RFG/RFG Regt. Adjut.	1	Vera		Hunt	2	Cameron	Wood	
PFL	Sir Philippe F'Loppe	14+44	OK	B.Bdr-General DG	3	Freda		HGds	4	Phil	Urquhart	
JIT	Baron Justin Thyme	13	29	Withy	B.Bdr-General QOC	9		Both	2	Gerald	Udowiczenko	
CT	Charles Trenet	13	28	Withy	Captain RFG	1	Leia	Both	3	Graeme	Morris	
ZUT	Zavier Ulric Turenne	13	23	Comfy	B.Lt-General/Fntr Div Commandr	4	Lucy	Both	1	Bob	Blanchett	

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last	seen	Club	EC	Player
PGR	Sir Petit-Garson Riche	12	38	Comfy	Major QOC/HGds Brigade Maj.	1	Emma	HGds	2	Mark	Cowper	
LR	Sir Louis Renault	12	27	Comfy	B.Bdr-General PM	2	Di	Hunt	4	Roy	Bleasdale	
MidG	Martin de Garnache	12	F	OK	Captain RFG/BdGen's Aide (BRJS)	3			4	Bill	Howell	
PaN	Pierre a'Noyer	12+39	OK	Captain RFG		3	Sue	Hunt	3	Tym	Norris	
JH	Sir Jacques Hatt	12+37	Comfy	B.Bdr-General GDMD	4	Cath		Hunt	3	Joel	Halpern	
CdN	Claude de Nord	10+37	Comfy	Major KM/BdGen's Aide (PFL)	3			Hunt	4	Andrew	Larder	
BS	Balzac Slapdash	10+35	Comfy	Colonel PLLD	9	Alison		Hunt	5	Matthew	Wale	
ZVT	Zeold von Tu	10+35	Poor	Subaltern RFG	5			Hunt	3	Tim	Maccaire	
FS	Felipe Savant	9	26	Poor	Subaltern RFG	5	Pet	BG	4	Brick	Amundsen	
ML	Mustafa Lekki	9	25	OK	B.Bdr-General 27M/3 F Brigadier	6	Mary	F&P	2	Graeme	Wilson	
HDE	Hercule D'Engin	9	24	Comfy	Lt.Colonel 53F	4		BG	2	Gerry	Sutcliffe	
HCV	Hugh Challavas-Vichy	9	10	OK	Lt.Colonel PM	2		BG	5	Nik	Luker	
MP	Maurice Pauvre	9+28	Poor	Major PM	2			BG	4	James	Waters	
LV	Lascar Vivrebras	8	11	Comfy	Private RFG	4		BG	4	Olaf	Schmidt	
RdH	Roger d'Horne	8	11	Comfy	Lt.Colonel QOC	1		HGds	4	Steven	Malecek	
LSD	Louis Severin Descartes	7+65	Withy	Major GDMD/Gen's Aide (2nd	2	Sheila		F&P	1	Chris	Schotmann	
HT	Henri Tard	7+47	OK	Lt.Colonel GDMD/Fntr Div Adjutt	7	Anna		F&P	3	Nigel	Monaghan	
TdL	Thomas de la Lune	6	12	Poor	Captain 4A	3	Violet	F&P	5	Peter	Card	
AC	Alexandre Capone	6+33	Poor	Captain 13F	3	Marie		RP	5	Ray	Vahey	
DdM	Didier de Mailherbe	5	5	OK	Captain PM	1		RP	4	Rik	Stewart	
BdB	Burger de Boeuf	5+31	OK	Lt.Colonel Gscn	4	Ada		RP	3	Rob	Bartlett	
JPM	Jean-Paul Marsaud	4	F	OK	Captain RM	6		RP	3	Anthony	Gilbert	
JBB	Jean-Baptiste Barnier	3	RIP							Mark	Nightingale	
JCE	Jean-Claude Etienne	3	F	OK	Subaltern RM	5		RP	4	Tim	Ratray	

An F under SPs means that the character was at the Front, RIP that he died, Ret that he retired, + against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+